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1 [Designing database interfaces with DBface](#)

Roger King, Michael Novak

 April 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.86 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

DBface is a toolkit for designing interfaces to object-oriented databases. It provides users with minimal programming. This is accomplished by combining techniques from User Interface Mana about the specific kinds of techniques used by object-oriented databases. DBface allows users t techniques by taking advantage of an object-oriented database envir ...

Keywords: graphical interfaces, object-oriented databases, user interface management system

2 [Chiron-1: a software architecture for user interface development, maintenance, and run-time support](#)

 Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, G June 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 2

Publisher: ACM Press

Full text available: [pdf\(2.65 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

The Chiron-1 user interface system demonstrates key techniques that enable a strict separation of concerns. These techniques include separating the control-flow aspects of the application and user interface: the Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentation. The Chiron-1 user interface system is built on a client-server architecture. To separate application code from user interface ...

Keywords: artists, client-server, concurrency, event-based integration, user interface architecture

3 [Draft Proposed: American National Standard—Graphical Kernel System](#)

 Technical Committee X3H3 - Computer Graphics
February 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue SI

Publisher: ACM Press

Full text available: [pdf\(16.07 MB\)](#)

Additional Information: [full citation](#)

4 Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Publisher: ACM Press

Full text available:  pdf(15.01 MB)

Additional Information: [full citation](#), [references](#), [citations](#)

5 Multimedia document presentation, information extraction, and document formation in MINOS

S. Christodoulakis, M. Theodoridou, F. Ho, M. Papa, A. Pathria

December 1986 **ACM Transactions on Information Systems (TOIS)**, Volume 4 Issue 4

Publisher: ACM Press

Full text available:  pdf(3.16 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

MINOS is an object-oriented multimedia information system that provides integrated facilities for objects. In this paper the model for multimedia documents supported by MINOS and its implementation functions provided in MINOS that exploit the capabilities of a modern workstation equipped with an active multimedia document presentation and browsing within docu ...

6 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art

Computer Graphics staff

September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3

Publisher: ACM Press

Full text available:  pdf(9.03 MB)

Additional Information: [full citation](#), [references](#)

7 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on**

Publisher: IBM Press

Full text available:  pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on prior better understanding of the execution of the application. The visualization tool we use is Poet, a Waterloo. However, these diagrams are often very complex and do not provide the user with the experience, such tools display repeated occurrences of non-trivial commun ...

8 CLAW, a high level, portable, Ada 95 binding for Microsoft Windows

Randall Brukardt, Tom Moran

November 1997 **Proceedings of the conference on TRI-Ada '97**

Publisher: ACM Press

Full text available:  pdf(2.00 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index](#)

9 Automating the lexical and syntactic design of graphical user interfaces: the UofA* UIMS

Gurminder Singh, Mark Green

July 1991 **ACM Transactions on Graphics (TOG)**, Volume 10 Issue 3

Publisher: ACM Press

Full text available:  pdf(3.82 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

10

Interactive Editing Systems: Part II

◆ Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3
Publisher: ACM Press
Full text available:  [pdf\(9.17 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [ind](#)

11 [Rooms: the use of multiple virtual workspaces to reduce space contention in a window-based interface](#)

◆ D. Austin Henderson, Stuart Card
July 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 3
Publisher: ACM Press
Full text available:  [pdf\(4.58 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

A key constraint on the effectiveness of window-based human-computer interfaces is that the desire for a large workspace often results in "window thrashing," in which the user must expend considerable effort to keep desired windows in view. This paper overcomes small screen size by exploiting the statistics of window access, dividing the user's workspace into multiple virtual workspaces and allowing the user to switch between them. Mech ...

12 [GPGPU: general purpose computation on graphics hardware](#)

◆ David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Al Hanrahan
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available:  [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and efficient general-purpose processor. GPU architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable SIMD units that support vector operations up to full IEEE floating point precision. High level languages have made this computational power accessible. Architecturally, GPUs are highly parallel systems ...

13 [Pen computing: a technology overview and a vision](#)

◆ André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3
Publisher: ACM Press
Full text available:  [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [ind](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the scientific community. The main difference from other technologies is in the use of a pen or pencil as the primary means of interacting with the computer. This is a familiar pen and paper interface metaphor. From this follows a set of consequences that will be discussed. Starting with a short history of pen computing ...

14 [The design and evolution of an object-oriented graphics library for creating user interfaces](#)

◆ David W. McIntyre, Ephraim P. Glinert
April 1991 **Proceedings of the 19th annual conference on Computer Science**
Publisher: ACM Press
Full text available:  [pdf\(690.09 KB\)](#) Additional Information: [full citation](#), [references](#)

15 [The elements of nature: interactive and realistic techniques](#)

◆ Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug James
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available:  [pdf\(17.65 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques. The presenters will provide movie production, interactive simulation, and research papers ...

modeling, rendering, and animation of natural phenomena. The course offers a nice balance of simulation techniques and the latest physics-based simulation techni ...

16 [Scene: using scenario diagrams and active text for illustrating object-oriented programs](#)
Kai Koskimies, Hanspeter Mössenböck
May 1996 **Proceedings of the 18th international conference on Software engineering**
Publisher: IEEE Computer Society
Full text available:  [pdf\(900.22 KB\)](#)  Publisher Site Additional Information: [full citation](#), [abstract](#), [references](#)

Scenario diagrams are a well-known notation for visualizing the message flow in object-oriented analysis and design phases of software development to prototype the expected behavior of a system. They facilitate understanding and browsing existing software. We have implemented a tool called Scene (SCE) for creating and manipulating scenario diagrams for existing object-oriented systems. The tool makes extensive use of hypertext-like facilities, illustration, message flow visualization, method definitions, object-oriented programs, program understanding, programming environments, reverse engineering, development, software tools, source code, subroutines, systems analysis, systems design

17 [Human-computer interface development: concepts and systems for its management](#)
 H. Rex Hartson, Deborah Hix
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1
Publisher: ACM Press
Full text available:  [pdf\(7.97 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Human-computer interface management, from a computer science viewpoint, focuses on the principles and methods of managing human-computer interfaces, including their representation, design, implementation, execution, evaluation, and management. The survey covers a wide range of topics related to interface management: dialogue independence, structural modeling, representation, interaction, and control structures. *Dialogue independence* is the key concept that underlies the management of interfaces. The survey also discusses the development of interface management systems, including the design and implementation of interface management tools and the use of interface management in real-world applications. The survey concludes with a discussion of future research directions in interface management.

18 [Interactive Editing Systems: Part I](#)
 Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3
Publisher: ACM Press
Full text available:  [pdf\(3.08 MB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

19 [A high-level and flexible framework for implementing multiuser user interfaces](#)
 Prasun Dewan, Rajiv Choudhary
October 1992 **ACM Transactions on Information Systems (TOIS)**, Volume 10 Issue 4
Publisher: ACM Press
Full text available:  [pdf\(2.82 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We have developed a high-level and flexible framework for supporting the construction of multiuser user interfaces. The framework is based on a generalized editing interaction model, which allows users to view programs as active data that can be edited and manipulated. The model consists of several novel components including a refinement of both the Seeheim UIMS architecture and the UIMS interface. The framework explicitly addresses multiuser interaction; the abstractions of shared data and shared control are used to support multiple users working together on a single program. The framework is designed to be extensible and modular, allowing for the addition of new components and the modification of existing ones. The framework is currently being used to develop a new generation of user interface management systems.

20 [An interactive graphical modeling tool for performance and process simulation](#)
Dennis S. Mok, Cynthia A. Funka-Lea



December 1993 **Proceedings of the 25th conference on Winter simulation**

Publisher: ACM Press

Full text available: [pdf \(759.89 KB\)](#)

Additional Information: [full citation](#), [references](#)

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S16	0	dynamic\$8 same (display\$3 or screen) same popup near window and "345"/\$.ccls. and (modif\$6 or edit) same ((attributes or configuration) or (window or display))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/03 10:21
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